

GAME BOY ADVANCE

AGB-ABFE-USA

BREATH OF FIRE™

INSTRUCTION BOOKLET

CAPCOM®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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DRAGON WAR!

For thousands of years, the Dragon Tribe reigned peacefully, governing the world through its mighty power and decency. Despite its integrity, the tribe fell victim to the power of the evil goddess Milia. The internal strife split the tribe into two factions and war erupted between them. The violent clash nearly destroyed the world. Already lasting for centuries, it seemed the conflict would drag on forever.

At last, a hero and his seven companions appeared and vowed to defeat the evil goddess. The quest was perilous.



After many failed attempts, they managed to capture the goddess and seal her in a dungeon locked with six keys.

Now a fragile peace accord holds the two tribes together. The White Dragon Tribe, pledges to lock away its power until the world is once again faced with danger. But the Black Dragon Tribe is suspiciously reluctant in its peace efforts. Will the peace hold, or will the bloody history between these two sides continue for more eons to come?

The saga of the fate of the Dragon Tribe is about to begin ...



CHARACTERS



*Warrior of the
White Dragon Tribe*

RYU

Ryu is a descendant of the White Dragon Tribe and has the ability to transform into a dragon. The tribe has sealed its power after almost destroying the world in the Goddess War of several thousand years ago. However, it is allowed to use it when the world is in danger in order to save it. Ryu lost his parents when he was young and now lives with his sister, a shaman who can summon powerful magic. Ryu's hobby is fishing.

Personal Action – Fishing

To fish, equip a fishing rod and bait in the Sub Screen. Try to find places where you can fish (press the A Button). Any fish you catch can be used as an item.





*Daughter
of the Fae Tribe*

NINA

Nina is from the Fae tribe. She can turn into a gigantic bird and fly through the air with people on her back. The Fae tribe abhors fighting, and its people hid themselves in a remote mountain during the Goddess War. Because of their seclusion, their ancient traditions remain intact. Nina learned the ancient ways when she was young, and now she is a master in the use of healing magic.

Personal Action – Gigantic Bird Transformation

Nina can transform into a gigantic bird and fly into the sky with others on her back. This allows the group to access places they can't reach on foot. To transform and fly, press the A Button.



BLEU

Bound in a spell, Bleu has been asleep in an ancient ruin protected by the fairies. No one knows how long she has been there, though the legend of a sleeping arch mage has been told among the tribes for many years. Out of practice for so long, Bleu has forgotten most of her magic, and she makes a lot of mistakes as she attempts to remember it all.



Beautiful Arch Mage

Personal Action – None

Bleu does not possess a personal action.



GOBI

Gobi is from a tribe of traders who boast that they will one day control the world's commerce. Their trade area is any place that touches the sea. They are notorious for their greed, and Gobi is especially greedy – his own tribesmen shun him and he has been expelled by the tribal leader. Because of this, his ability to transform into a huge fish is sealed and his life of commerce is very limited. However, Gobi still hasn't learned his lesson.



Sea Merchant

Personal Action – Gigantic Fish Transformation

Gobi can transform into a gigantic fish (press the A Button) and swim in the sea if he gets a certain item.





*Warrior of the
Earth-Eating Tribe*

MOGU

Mogu's tribe built its world underground and lives there quietly. None of the tribe have ever appeared on the front lines of history, but their ability to dig several thousand feet a day is known throughout the land. They are small but powerful, and can wear heavy equipment. Mogu is silent and shy, but he has a strong sense of responsibility. When he fights, he proves himself to be an incredibly brave warrior.

Personal Action – Digging

As Mogu, if you see a mound of earth on the field, or a dragon mark, try his personal action to dig a hole (press the A Button). You may discover something new.





OX

Warriors of the Creation Tribe are immense and powerful. They trace their mastery at creating weapons and armor back to ancient times. They are also skilled at breaking apart walls and hard rock. Despite their size, they are capable of delicate and subtle work. Ox once made a beautiful golden hair ornament for his wife. They are best at crafting weapons, but since they oppose war, they rarely use this talent.

*Warrior of the
Creation Tribe*

Personal Action – Strike

When Ox finds a suspicious rock, tree or wall, try his personal action (press the A Button). Ox may be able to break the object with his massive power and open a new path.





*Scion of the Tribe
of Thieves*

KARN

As a tiny child, Karn was found in the Town of Darkness by the leader of a guild of thieves. He knows nothing about his parents or his hometown. Karn is not interested in his past, however, he is dedicated to acquiring the best thieving techniques. Karn is always practicing his craft. The guild leader wonders when he should tell Karn the truth about his beginnings.

Personal Action – Unlocking/Disarming Traps

When Karn is stuck at a locked door or a dangerous trap in a dungeon, try his personal action (press the A Button).



BO

The Hunting tribe lives in the forest and reveres nature. This tribe is so familiar with the forests that you will never get lost when Bo is leading the group. Bo is cool-headed, reliable and very good at hunting with a bow. In battles against the Black Dragon Tribe, Bo led his tribe to multiple victories. However, the Hunters were soon outnumbered and had to retreat to their home in the southern forest.



Forest Hunter

Personal Action – Hunting

When a wild boar or deer appears, try hunting the animal (press the A Button). Any animal Bo catches can be used as an item.



GAME LINK® CABLE GAMES

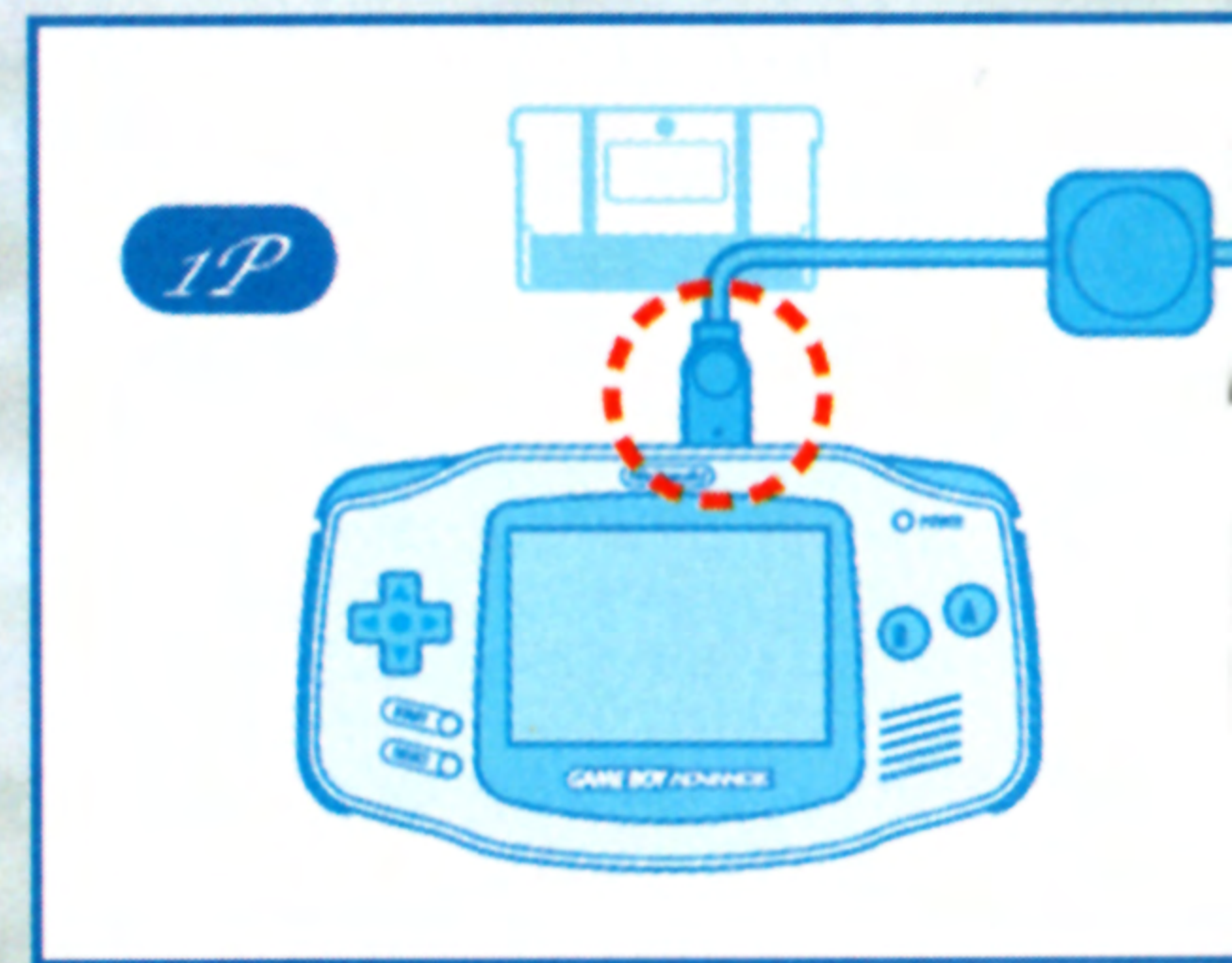
CONNECTING THE GAME BOY® ADVANCE GAME LINK® CABLE

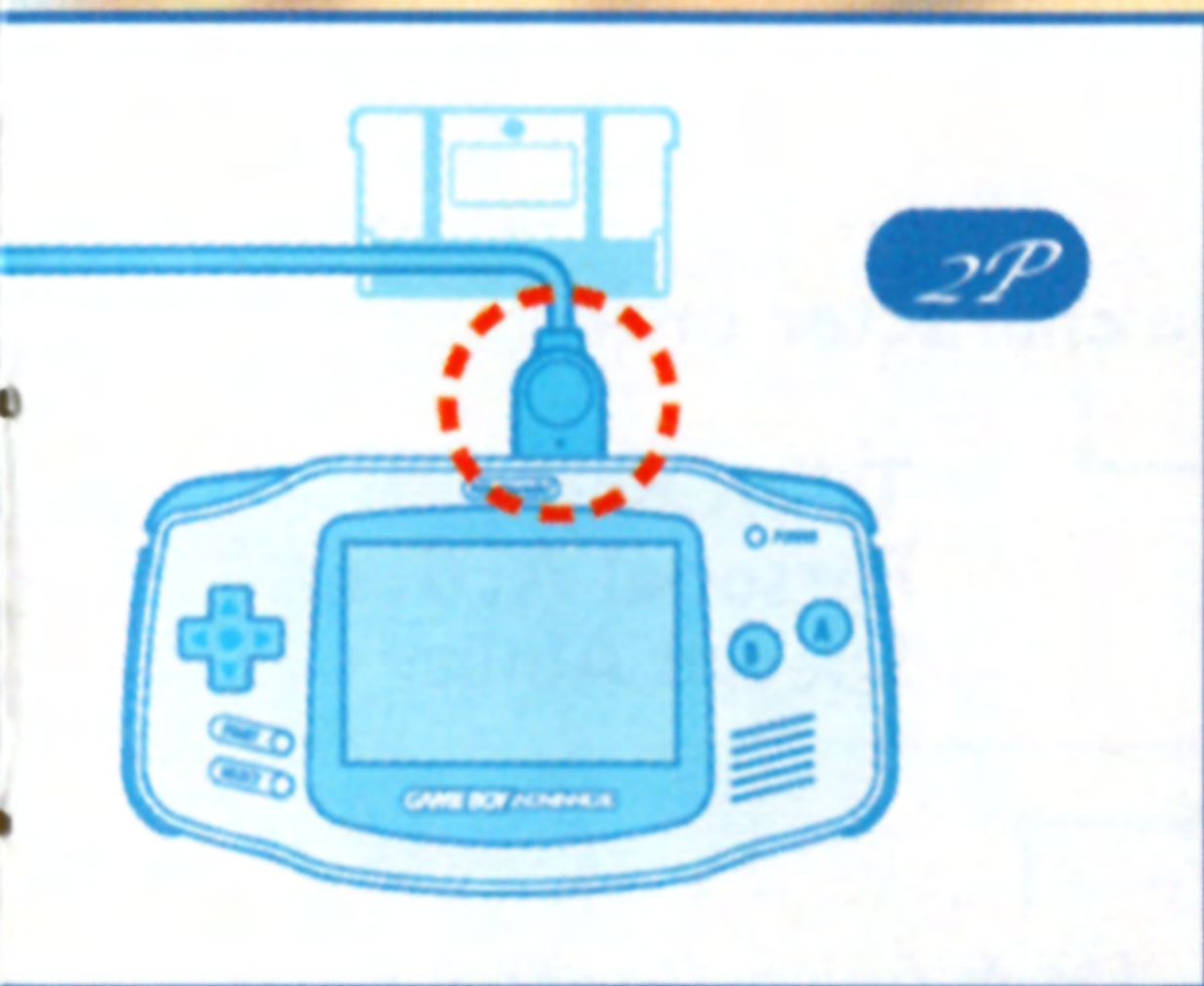
You need: 2 *Game Boy® Advance* systems
2 **BREATH OF FIRE** Game Paks
1 *Game Link®* Cable

1. Make sure the power of both *Game Boy® Advance* systems is OFF. Insert a **BREATH OF FIRE** Game Pak into each *Game Boy® Advance* system.
2. Connect the *Game Link®* Cable to the external extension connector on both *Game Boy® Advance* systems.

Important: The unit connected to the smaller plug is 1P.

3. Turn on the units.





The *Game Link*® Cable may malfunction if:

- It is not for the *Game Boy*® *Advance* system.
- It is not connected correctly or has become disconnected.
- It is connected to the Communication cable.
- More than two *Game Boy*® *Advance* systems are connected.

Note: For information on item trading, see page 32.

CONTROLS

FIELD SCREEN

The Field Screen is the main gameplay screen.



SUB SCREEN

The Sub Screen lists gameplay commands.
See page 24 for more information.



COMBAT SCREEN

The Combat Screen appears when a battle takes place. See page 28 for more information.



GAME SETUP

START MENU OPTIONS

Press START in the Title Screen to view the Start Menu with the following options. Select with the Control Pad, and press the A Button to confirm.

- NEW GAME – Start a new game.
- CREATE SAVE FILE – Input your main character's name and create a save file to preserve your game data.
- COPY SAVE FILE – Copy a save file (available after you create a save file).
- DELETE SAVE FILE – Delete a save file (available after you create a save file).
- TRADE WITH LINK CABLE – Exchange items using the *Game Link*® cable (see page 32).



STARTING A NEW GAME

Select CREATE SAVE FILE. Input the main character's name and adjust the settings. Then select NEW GAME to start the game.

STARTING A SAVED GAME

When a saved game is available, you can choose to restart it. Select YES to restart the saved game. Select NO to redisplay the Start Menu.

Note: A save file overwritten by choosing COPY SAVE FILE or deleted with DELETE SAVE FILE cannot be restored. Please be careful.



ENDING THE GAME

When you end the game, be sure to save it to preserve your progress. There are two ways to save your game:

- **SAVE IN A SAVE FILE** – Talk to the god of the Dragons in a Dragon Shrine. Make sure that your game is saved before turning off the power. (You may also find the god of the Dragons in other places besides Dragon Shrines.)
- **SAVE IN A SUSPEND FILE** – To suspend the game temporarily, select SUSPEND in the Sub Screen. Select YES to save your game in a Suspend File. You can only suspend your game where you can display the Sub Screen. When you restart a suspended game, the Suspend File is deleted.



EXPLORATION

Exploration takes place on the Field Screen. With your companions, travel to all the familiar and foreign places you find on the World Map. Check out unusual places and landmarks, and take the time to strike up conversations. Use your curiosity and be sure to talk to everyone you meet. Information is one of your most important tools.

TOWNS

Towns are inhabited areas. They contain inns, weapon shops, item shops, banks and Dragon Shrines.

- **INN** – When you rest at an inn, your characters' HP (hit points) and AP (ability points) recover fully. Unhealthy conditions such as unconsciousness and poison are cured. You usually (but not always) have to pay Zenny (money) to stay at an inn. Search for other places besides inns where you can recover HP and AP.



- **WEAPON SHOP** – Weapons and armor are sold in a weapon shop. Select from BUY, SELL, TRADE-IN and EXIT. By selecting TRADE-IN, you can turn in an item you already own in exchange for a new one. Trade-in and selling prices are the same. When you trade-in, the new item is automatically equipped.
- **ITEM SHOP** – Useful items for your adventure are sold in an item shop. Select from BUY, SELL and EXIT.
- **BANK** – Banks are safe places for storing extra items and Zenny (money). You can store up to 128 items and up to 999,999 Zenny in a bank.
- **DRAGON SHRINE** – Dragon Shrines are important places where you can save your game data. Every town has a Dragon Shrine. When you enter a new town, or level up, be sure to talk to the god of the Dragons at a Dragon Shrine.



FIELD COMMANDS

Press SELECT on the Field Screen to view the Sub Screen and its commands. The Sub Screen shows the following:

- PLACE NAME – Where you are now.
- ZENNY – Amount of money your party has.
- COMMANDS – Sub Screen list of commands
- PARTY STATUS – Your characters' images and conditions.

FIELD COMMANDS

► ITEM: USE – Use an item.

THROW AWAY – Throw away an unnecessary item.

CHANGE – Change the item order.

SORT – Sort the items in this order: items, weapons, armor.

SPECIAL – Display important items.



- **ABILITY** – Display the special abilities of the characters in your party. To use a special ability, highlight it and press the A Button. Using a special ability consumes a certain amount of AP (ability points). (For more information, see page 33.)
- **EQUIPMENT** – You can equip your character with a weapon, armor, shield, helmet, etc. Weapons and armor must be equipped to be effective. When you highlight an item, your character's stats before and after equipping the item are displayed.
- **STATUS** – Highlight a character and press the A Button to see the character's abilities and condition, including:
- **LV (level)** – When experience points reach a certain amount, the level increases.
 - **HP (hit points)** – Current and max hit points. When HP drops to zero, the character cannot fight.
 - **AP (ability points)** – Current and max ability points. When AP drops to zero, the character cannot use his or her special ability.

- EXP (experience points) – When an enemy is defeated, your characters gain a certain amount of experience points. The first number is the character's current EXP, the second one is the EXP needed to attain the next level.
- STRENGTH – Attack power.
- STAMINA – Lasting power.
- SPEED – Rapidity of combat attacks.
- WISDOM – Ability to use good sense.
- LUCK – Good fortune in battle.
- ATTACK – Damage effect.
- DEFENSE – Defense ability.
- ACTION – When action is high, the character can attack more quickly or escape more easily. Action level depends on the character's speed slowed down by armor weight.
- INTELLIGENCE – A character's wisdom plus the equipment's effects. Intelligence affects the success rate of magic.
- FATE – Final luck including the equipment's effects. Fate affects various things.
- SPECIAL DEFENSE – Affects damage taken from magical attack.



- **Line** – Arrange your characters in the front and rear lines. When the character image appears on the upper position, that character is in the front line. Characters in the front line can inflict more damage by physical attack, but they are also more likely to be attacked. It is recommended that you put characters who attack with magic in the rear line.
- **SHUFFLE** – Shuffle the character positions in the party. You can include up to eight characters in your party, but only four of them at a time can enter into combat. The four characters on the left in the Sub Screen are the ones who can currently take part in combat. They are also displayed in the World Map Screen.
- **OPTION** – Adjust various game settings, including:
 - MESSAGE SPEED – How quickly messages scroll across the screen.
 - DASH – When AUTO is selected, you can dash using just the Control Pad.
 - SOUND – Select STEREO or MONAURAL depending on your speakers.
 - MUSIC – Turn game music ON/OFF.
- **SUSPEND** – Suspend the game and save it temporarily. (See page 21.)
- **END** – Return to the Field Screen.



COMBAT

COMBAT SCREEN

The Combat Screen opens when your characters encounter enemies. You then enter into combat with them. If you win, you gain EXP and Zenny (money). If you lose, your Zenny is reduced by 25% and your characters are returned to the Dragon Shrine where you last saved your game. On the Combat Screen you will see:

- COMMAND INPUT CHARACTER – The button you press to give the command.
- COMMANDS – Orders you give your characters to control them in combat.
- CHARACTER INFO PANEL – Your characters' HP and AP.

COMBAT COMMANDS

- ATTACK – Attack with the equipped weapon.
- SWITCH – You can change only one character at every turn.
- ABILITY – Use a special ability (magic, dragon transformation, combination).
- ITEM – Use an item or change equipment.



- CHARGE – Have all party members concentrate on the combat. All members will continue to attack until you press the B Button.
- ESCAPE – Escape from combat. If the escape attempt fails, enemies can attack you.
- LINE – Press the L Button, then use this command to switch front and rear lines.
- DEFENSE – Press the R Button to concentrate on defense and halve the damage from enemy attacks. It also slightly decreases damage from magical attacks.

ABNORMAL STATUS

During battle, your character may fall victim to an abnormal status such as poison, curse, etc. Below is a list of the abnormal status and how to cure them.

<i>Name</i>	<i>Effect</i>	<i>How to Cure</i>
ASLEEP	Cannot move until combat ends.	Panacea, Purify
POISON	HP decreases as character walks.	Antidote, Panacea, Purify
CURSE	Bad luck.	Tablet, Panacea, Purify
ZOMBIE	Attack and defense becomes 1.	Tear of Vem, Panacea, Purify
UNCONSCIOUS	Unable to do anything until cured.	Panacea, Raise Dead, Resurrect

POSSESSIONS

WEAPONS

- SHORT SWORD – Your basic weapon.
- BRONZE SWORD – Has a dull edge.
- BOOMERANG – Use this to damage multiple enemies at one time.
- SNIPE BOW – Use this to damage an enemy at long range.
- IRON NAIL – Inflicts high damage.
- HAMMER – Has blunt destructive power.

ARMOR

- CLOTH ARMOR – Many travelers wear this to protect themselves.
- CLOTH MANTLE – Protects travelers from rain and wind.
- GLASS DOMINO – Gorgeously ornamented armor for women.
- IRON MASK – A strong mask that covers the whole face.
- HOLY SHIELD – A shield with a holy power.
- GAUNTLETS – Gloves that cover the hands, lower arms and elbows.



ITEMS

- HERB – Heals HP by 50.
- VITALIZE EXTRACT – Heals HP completely.
- ANTIDOTE – Cures a poisoned condition.
- AMMONIA – Cures an unconscious condition.
- TABLET – Cures a cursed condition.
- INTELLIGENCE SEED – Restores AP by 20.
- TEAR OF VEM – Cures a zombie condition.
- MOON TEARS – Cures an unconscious condition and heals HP completely.
- PANACEA – Cures an unconscious condition and heals HP and AP completely.
- STAMINA SEED – Increases stamina by 1.
- LUCKY TWIG – Increases luck by 1.
- WARLORD SOUL – Increases strength by 1.
- SPEED HERB – Increases speed by 1.
- BRAIN SEED – Increases wisdom by 1.
- FIRE STONE – Use in combat to attack with fire.
- COLD STONE – Use in combat to attack with freezing air.
- THUNDER STONE – Use in combat to attack with thunder.

TRADING WITH GAME LINK®

If you or a friend get stuck, you can help each other out by exchanging items with an optional *Game Link*® Cable for *Game Boy*® Advance.

Connect two *Game Boy*® Advance systems with a *Game Link*® Cable (see page 14). Turn on both units and select TRADE WITH LINK CABLE. Then, select a save file.

Next, select either INVENTORY (items your character is currently holding) or BANK (items your character has stored). Then select an item to trade. Once the items have been selected, a confirmation screen appears. Select YES. Two characters appear on a bridge to complete the trade.

Sometimes you may get an additional item, besides the traded item, in the trade. When a trade is completed, the data is automatically saved. Note: Certain items cannot be traded. Untradable items are dimmed in the Item Select Screen.



SPECIAL ABILITIES

- **MAGIC** – Magic is a special ability which Nina, Bleu, Ox and Bo can use. Each of them learns a different type of magic.
- **UNITE** – Only certain tribes can use this special ability. The character becomes much more powerful by uniting with another character. You must find a master to teach this ability — it cannot be learned through level up.
- **DRAGON TRANSFORMATION** – Only Ryu can use this special ability, and only after he completes a trial in the Dragon Temple.
- **PERSONAL ACTIONS** – In the Field Screen, press the A Button to let the leading character use his or her personal action. When you are stuck, you may find a way out by using a personal action. (Read about each character's Personal Action in the Characters section beginning on page 6.)



ADVENTURE TIPS

- When you enter a new town, talk to people to get information. They may tell you something different during the day and at night.
- When getting information, have different members of your party talk to people. You may get some new information.
- Always check your characters' status. They may have gotten an unexpected special ability.
- Some boss characters have a stat called "fighting spirits." When you meet one of these, stay on guard even when their HP is 0.
- Sometimes you won't want to encounter any enemies. Try using Protection Smoke magic. Enemies won't appear for a while.
- Ryu's hobby is fishing. He can fish on the rivers and sea. If you acquire a magical fishing rod, you may be able to fish in other places. When you find an unusual place, try fishing there and see what happens.



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2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire Game Pak to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your Game Pak certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94085

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BREATH OF FIRE

CAPCOM

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